

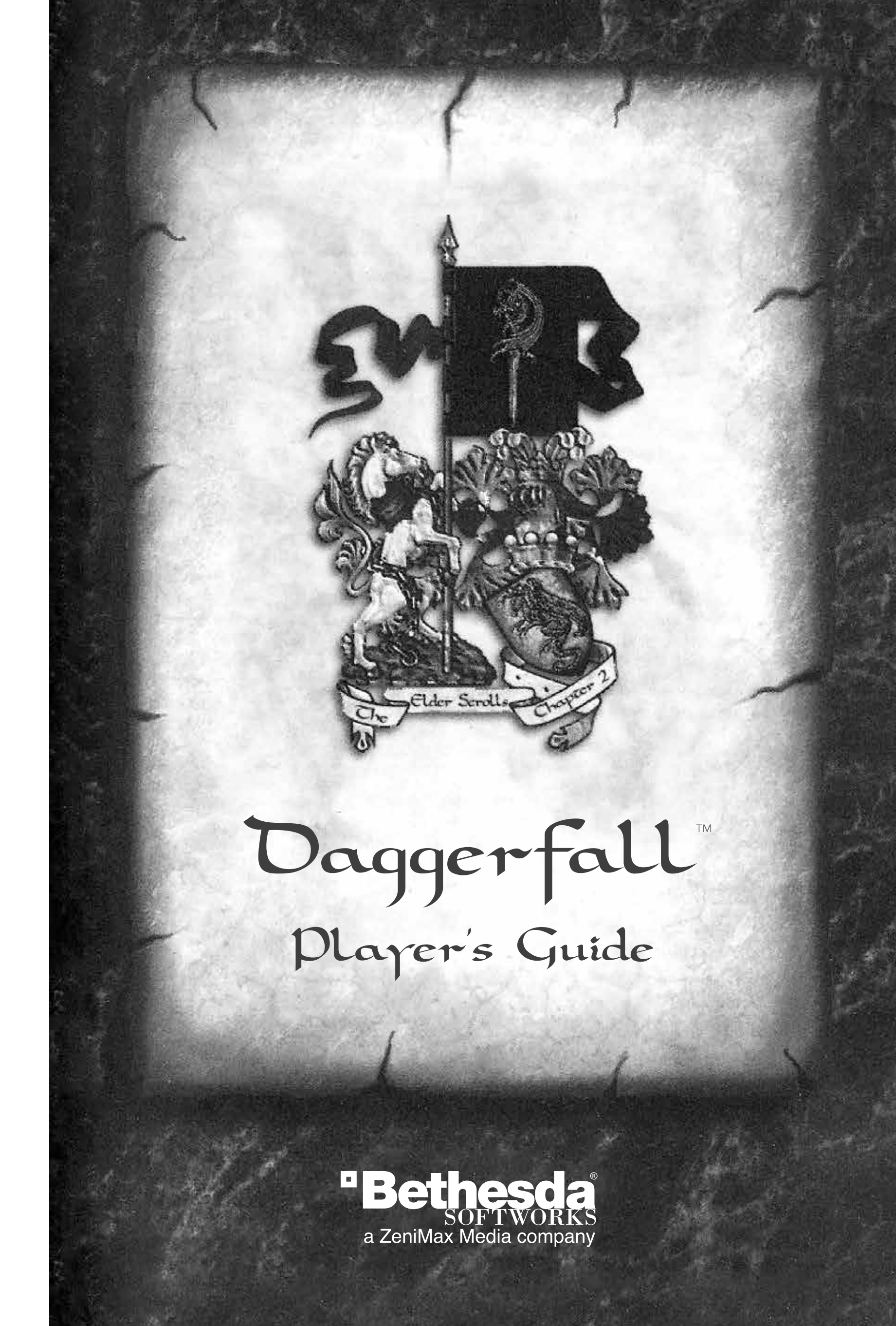
WARNING: READ THIS IMPORTANT SAFETY INFORMATION BEFORE USING

A small percentage of people may experience seizures when exposed to certain lights, patterns or images that may appear in video or computer games. This may occur even with no history of epilepsy or seizures. If you, or anyone in your family, have an epileptic condition or history of epilepsy, consult your doctor prior to playing. Parents should monitor the use of video games. Children and teenagers are more likely than adults to experience photosensitive seizures.

IMMEDIATELY discontinue use and consult your doctor if you or your child experience any of the following symptoms or other discomfort while playing a video game: dizziness, blurred or altered vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion.

To help reduce the risk of photosensitive seizures take the following precautions:

- **Play in a well-lit room.**
- **Do not play if you are tired, drowsy or fatigued.**
- **Rest for at least 10 to 15 minutes per hour while playing.**
- **Sit farther from the screen.**
- **Play the game on a smaller screen.**





Starting Options



When *Daggerfall* is first loaded, there are three options:

Load Saved Game

If you already have a character in the world of *Daggerfall*, and you wamt to continue his or her adventures, select this option. It leads to the saved game menu to choose which story you wish to resume.

Start New Game

Select this option the first time you play *Daggerfall*, or any other time that you want to create a new character and begin a new game.

Exit

Select this to leave the program and end your adventuring for now.



Character Generation



A role-playing game is all about assuming another persona. The first part of the game, therefore, is dedicated to creating this person who will be your alter ego in the world of *Daggerfall*. Some people like to spend hours considering options and fiddling with statistics, while others want to jump into the game as quickly as possible and develop their character as they play. Thus, there are short-cuts and long-cuts in Character Generation, depending on your taste and mood.



Selecting a homeland



If you picked the option **Start New Game**, you will be flrst asked to choose your character's homeland. There are nine provinces of Tamriel, and eight of them are home to unique races. When you pick your character's homeland, you are really choosing the race of your character:

Click on the province you wish to be your homeland. The Imperial Province, having no indigenous race, cannot be chosen.

After choosing a homeland, you will be asked to pick a gender and then your character's "class." Your character's class is the equivalent of occupation and philosophy. It is the framework for your skills and strengths as well as what you consider important and worthwhile. There are eighteen classes from which to choose, and if you want to personalize the character even more, you can create a custom class. A character's class should be selected with great care. If you are not sure what class best suits you, take advantage of the next character generation option.

Fast Start

Select this if you want to skip past the twelve biographical questions about your character's idiosyncrasies–prejudices, talents, special equipment, enemies, friends, and other details that make a character unique. The program will randomly pick answers to the twelve questions. You will still have a background sroty, but you will not have to pick all of the details yourself.

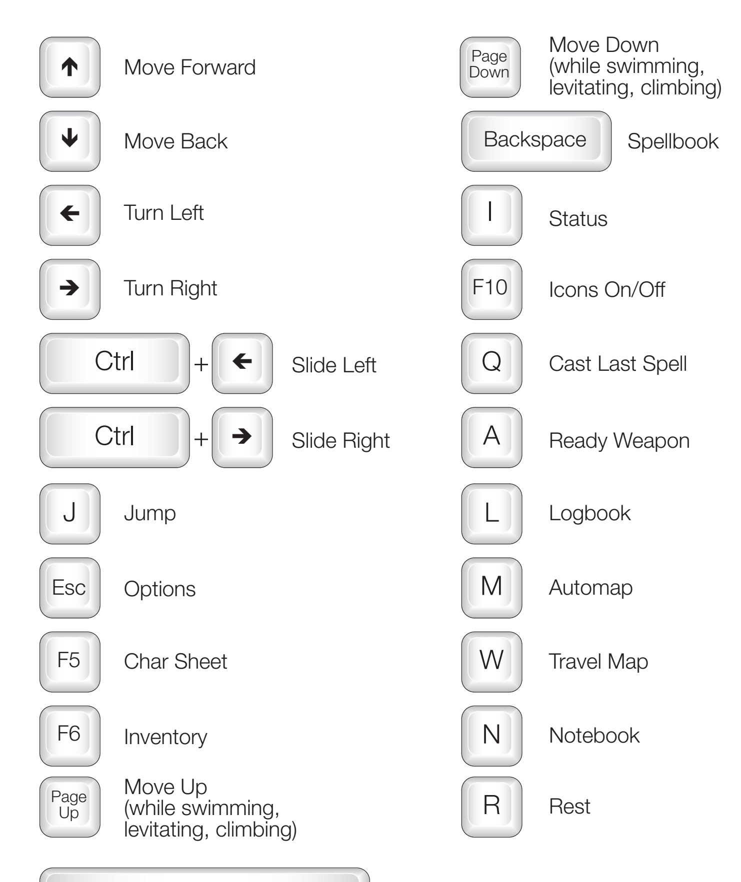
The final screen in character generation is your last chance to make any changes to your character. Look over your attribute scores and skill points carefully. If you feel that you must change something more than a few points in this skill or that attribute, pick the Restart button to begin character generation again.

Otherwise, pick the red **OK** button in the bottom left-hand corner and journey on to Daggerfall.



Hot Keys







WARRANTY INFORMATION

ZeniMax Europe Limited guarantees to the original purchaser of this computer software product that the disk/cartridge supplied with this product shall not show any fault during the first 90 days from the date of receipt of ownership. In the first instance please return the faulty product to the point of purchase, along with any proof of purchase. If for any reason this is not possible then please return the product to ZeniMax Europe Limited at the address below along with any proof of purchase, location of purchase, a statement describing the fault and any original packaging you may have. This warranty is in addition to and does not affect your existing statutory rights regarding the product and your statutory rights are in no way restricted or affected by this warranty. You may have additional rights under applicable local law. These provisions do not exclude such rights to the extent prohibited by local law. For more information contact your local consumer advice centre.

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For warranty claims send your game disc to ZeniMax Europe Limited, Skypark – 9th Floor, 8 Elliot Place, Glasgow, G3 8EP, United Kingdom, together with a dated proof of purchase, your product number, a brief description of the error or defect, and your return address.

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